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COMMODORE
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Magic Voice Introduction
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FIRST TALKING SOFTWARE

INTRODUCED BY COMMODORE

WEST CHESTER, PA -- Commodore Software, the software division of Commodore Business Machines, Inc., has announced the release of four new "talking" software products for use with Commodore's new MAGIC VOICE speech module. The announcement was made by Sig Hartmann, president of Commodore Software.

According to Hartmann, "These new products--two educational programs and two Bally Midway games--are the first to utilize the speech capabilities of the Commodore 64, the Commodore 264, and MAGIC VOICE. We believe that the element of speech is more than a gimmick for home computers; a talking educational program really makes learning easier, and the use of speech in games is an element that really adds to the fun.

"As a learning tool, speech is a valuable aid to young children who are learning the alphabet and how to count. In fact, learning a foreign language from a home computer becomes truly feasible with speech."

The new "talking games" include:

- A BEE C's
- COUNTING BEE
- GORF
- WIZARD OF WOR

Client approval

Agency approval

-more-

Hartmann said the games, developed by Commodore ((?)) have a suggested retail price range in the $ 30-40 ((?)) each. First deliveries will begin EARLY '84 ((?)).

'Commodore Bee' Talking Games

These two educational programs combine speech with graphics and music to create outstanding learning aids for children.

A BEE C's teaches children the alphabet using the "Commodore Bee" to familiarize them with letters, letter order, and pronunciation in a fun and interesting way. COUNTING BEE teaches children to count in a similar manner.

Both programs allow children to match what they see on the screen with what they hear and helps them to master pairing sight and sound.

Bally Midway Talking Games

Both GORF and WIZARD OF WOR duplicate the phrases and tone of voice used in the arcade originals. In GORF, players are verbally challenged and instructed by the Gorfian Commander, while the Wizard talks to players in WIZARD OF WOR.

Each game has a vocabulary of over 100 words and more than 20 phrases. When played without the MAGIC VOICE module, both games still have all the sound effects of the originals except for speech.

Commodore Business Machines, Inc. is a wholly owned subsidiary of Commodore International Ltd. (NYSE:CBU), a fully integrated manufacturer of advanced microcomputer systems, consumer electronic products, semiconductors and office equipment. Commodore markets the Commodore VIC-20™, Commodore 64™, PET®, CBM®, and SuperPET™ computer systems and software to major accounts and stores.

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